

CAMERA SCRIPT

Project Numbers:
02344/7054 & 7055

Studio: TC3

"DOCTOR WHO"
(4D)

EP. 3: 'Revenge of The Cybermen'
by GERRY DAVIS

Producer.....PHILIP HINCHCLIFFE Director.....MICHAEL BRIANT
Script Editor..ROBERT HOLMES P.A.....JOHN BRADBURN
P.U.M.....GEORGE GALLACCIO A.F.M.....RUSS KAREL
Director's
Assistant...SUE MANSFIELD

Designer.....ROGER MURRAY-LEACH
Costume Designer.....PRUE HANDLEY
Make-Up.....CECILE HAY-ARTHUR

T.M.1.....DEREK SLEE
T.M.2.....JOHN FARR
Sound Supervisor.....NORMAN BENNETT
Gran.Op.....PAUL GRAYDON
Vision Mixer.....NICK LAKE
Inlay Operator.....DAVE JERVIS
Floor Assistant.....STEVE HAGGARD

Visual Effects.....JAMES WARD

CREW TEN

MONDAY, 16TH DECEMBER 1974

Camera Rehearsals.....11.30 - 13.30
LUNCH.....13.30 - 14.30
Camera Rehearsals.....14.30 - 19.30
DINNER.....19.30 - 20.30
Camera Rehearsals.....20.30 - 22.00

TUESDAY, 17TH DECEMBER 1974

Camera Rehearsals.....10.30 - 13.00
LUNCH.....13.00 - 14.00
Sound & Vision Line-Up.....14.00 - 14.30
RECORDING: (VTC/6HT/96424).....14.30 - 17.30
Camera Rehearsals.....17.30 - 18.00
DINNER.....18.00 - 19.00
Sound & Vision Line-Up.....19.00 - 19.30
RECORDING: (VTC/6HT/96425).....19.30 - 22.00

VT EDITING:

t.b.c.

TRANSMISSION:

t.b.c.

TX '75

CAST

DOCTOR WHO.....TOM BAKER
SARAH.....ELISABETH SLADEN
HARRY.....IAN MARTER
KELIMAN.....JEREMY WILKIN
COMMANDER STEVENSON.....RONALD LEIGH-HUNT
LESTER.....WILLIAM MARLOWE
TYRUM.....KEVIN STONEY
VORUS.....DAVID COLLINGS
SHEPRAH.....BRIAN GRELLIS
MAGRIK.....MICHAEL WISHER
CYBERLEADER.....CHRISTOPHER ROBBIE
CYBERMAN 1.....MELVILLE JONES

Walk-Ons:

CYBERMEN.....TONY LORD
PAT GORMAN
VOGANS.....CY TOWN
LESLIE WEEKES
DAVID BILLA
HARRY FIELDER
ROY CAESAR
BARRY SUMMERFORD

TECHNICAL REQUIREMENTS

CAMERA 1 - PED. (+ CHAR)
CAMERA 2 - PED.
CAMERA 3 - PED.
CAMERA 4 - PED.
CAMERA 5 - PED. (+ CHAR & F/Axial)

4 BOOMS

Floor Monitors
Slung Monitors

Caption Scanner - T/J Slides
Caption Stands

TK CHANNELS:

<u>16th Dec.</u>	16 mm	TK-34	11.30 - 22.00 hrs.	(Film Roll B)
<u>17th Dec.</u>	16 mm	TK-34	10.45 - 13.00 hrs.	(Film Roll B)
	"	"	14.30 - 22.00 hrs.	(" " ")
	16 mm	TK-41	19.30 - 22.00 hrs.	(Film Roll C)
	35 mm	TK-44	10.30 - 11.30 hrs.	(Film Roll A)
	"	"	14.30 - 15.30 hrs.	(" " ")
	"	"	19.30 - 20.30 hrs.	(" " ")

SHIBADEN:

2 Linck Cameras
Fronto Axial Box on Camera 5
5 Monitors
Radar Monitor
Oscilloscope
Colour Monitor
ANCHOR
SUPALOCK Trolley
CHAR on CAMERAS 1 & 5

- a -

RUNNING ORDER 2ND STUDIO
(16th/17th December 1974)

PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
1	VT CLOCK					3
	OPENING TITLES for 2 of the 4 episodes (Film Roll A) (Dur: 30" each)			S.o.F. T/J Slides		
2	16. Tyrum HQ (Confrontation between Vorus & Tyrum)	Tyrum Vorus (Radio Op's body) (2 Doves)		2A,A1,3A B1,1A/B	1-14	2
4	3. Tyrum HQ (Tyrum sees Sarah & Harry)	Tyrum Sheprah Sarah Harry (5 Doves)		2A,A1,3A, B1,1A,C1	15-30	3
6	4A. Tyrum HQ (Tyrum's suspicions about Vorus)	Tyrum Harry Sarah (4 Doves)		2A,A1,B1, 3A,1C/A, C1	31-40	3
8	21A. Cybership (Cyberleader indicates to another Cyberman who reaches for lever)	Cyberleader (2 Cybermen)	Anchor Vignette on 3	5A,4B,D1, 3B on Anchor Monitor	41-44	1
9	12. Cyber Control Deck (Cybermen notice use of transmat beam)	Cyberleader Cyberman 1	Anchor Vignette on 3	5A,4B,D1, 3B on Anchor Monitor	45-47	2
10	25. Cybership (Hit by rocket)	Cyberleader Cyberman 1 (2 Cybermen)		5A,4B,D1, 3B on Monitor	48-50	4
	+ TK-A: Missile (Roll B: TK-1)			Mute TK fed to Monitor		
11	15. Cave Area G (Harry & Sarah chained up)	Harry Sarah		1D,2B, F/rod,3C, C2	51-56	2

PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
12	17. Cave Area C (Sarah escapes from chains)	Harry Sarah		1D,F/rod, 2B,C2,3C	57-64	2
/PAUSE/						
14	20. Cave Areas B & C (Harry has escaped from chains. Guards start search)	Harry Sarah (5 Hawks)	O/L 4 on 5 Blue Car + 2 Trolleys	1D,2B, F/rod,3D, C2,4C, 5A on Model	65-67 Pause 68-69	2
15	19. Cave Area A,B,C & D (Vorus tells Magrik to kill Sarah & Harry)	Vorus Magrik	O/L 4 on 5	2C/D/DX, 3E,C2,B2, 1E,5A- Caption	70 Pause 71 Break 72 Pause 73-74 Pause 75-77	2
17	4. Rock Tunnel Areas A,B & C (Sheprah tells Vorus that Tyrum's men will not attack Guild Chambers)	Sheprah Vorus (2 Doves) Magrik (4 Hawks)	O/L 4 on 5 Blue Truck on Pos.4	2DX,3E, 4C,C3,B2, 1E,5A - Caption/ Model (3 pushes 2's cable)	78-91 (No Shot No 92)	3
/PAUSE/						
19	7A. Rock Tunnel Areas C & D (Kellman is taken by Sheprah's men)	Kellman Sheprah (2 Doves)		2E,C3,B2, 3D	93	3
20	9A. Rock Tunnel Areas E & F (Doctor decides it is best for them to move on down shaft)	Lester Doctor Stevenson		4C,A2,1F	94-95	3
21	10A. Rock Tunnel Area B (Kellman is questioned by Tyrum)	Kellman (2 Doves) Tyrum Harry Sarah Sheprah	O/L 4 on 5 Truck on Pos. 3 No trailer	2C,4C,C2, B2,3D, 5A-Caption	96-105	3

PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
23	11. Cave Areas A,B & C (Tyrum's party stopped by Vogan 'Hawks' Sarah slips away during fighting)	Tyrum Kellman Sarah Harry (2 Doves) (3 Hawks)		2C,C3,4C, B2,3C (4 pushes 3's cable)	106-113	3
/PAUSE/						
24	13. Cave Areas A,B & C (Vorus calls off his men)	Vorus Tyrum Kellman Harry (2 Doves) (4 Hawks)	O/L 4 on 5	2C,C3,4C, B2,3C, 5A-Caption	114 Pause 115-124	3
26	15A, Rock Tunnel Area D (Tyrum shows Harry the old shaft)	Tyrum Harry Kellman (2 Doves)		1G,F/rod, A2	125	3
/PAUSE/						
27	16A. Narrow Rock Tunnel Area E (Kellman & Harry struggling along)	Harry Kellman		1G,A2	126	3
/PAUSE/						
28	17. Rock Tunnel Blocked Areas E & F (Tunnel blocked but then rocks give way)	Kellman Harry	Rock Fall	4C,1G,A2	127-128 Pause 129 Pause 130	3
29	2. Rock Tunnel Area G (Harry explains situation to Doctor etc.)	Doctor Harry Stevenson Lester		2C,B2,3D	131-137	4
31	3. Caves Area F (They collect gold from floor)	Doctor Lester Harry		4C,1G,A2	138-140	4
32	12. Guildroom (Guards remove body of Radio Operator)	Vorus Magrik (1 dead Dove) (4 armed Hawks)		2F,3F,D2, A1,1H,B1	141-154	1

PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
34	8. Guildroom (Vorus informs Magrik that Cybermen are moving)	Vorus Magrik (2 Hawks)	O/L 4 on 5 Clue Lamps for CSO up on Q	2F,3F,D2, 4A,A1,1H, B1 5B-Model	155-162	2
36	13. Guildroom (Vorus interro- gates Harry & Sarah)	Harry Sarah Vorus (5 Hawks) (Tyrum)	O/L 4 on 5 Lighting CSO Q	2F,3F,D2, 4A,A1,1H, B1 5B on Tyrum	163-176 Pause?? 177-180	2
39	12. Guildroom (Vorus hears the fighting)	Vorus	CSO lights on from top O/L 4 on 5	D2,4A,A1, 1H, 5B-Model	181-182	3
40	15. Guild Chamber (They are looking at the rocket through the 'window')	Vorus Tyrum Harry Kellman	O/L 4 on 5	2F,3F,D2, 4A,A1,1H, B1, 5B-Model	183-197	3
<u>PAUSE</u>						
42	4. Guild Chamber (Second confrontation between Tyrum & Vorus. Sheprah asks for more men)	Tyrum Vorus Sheprah		2F,3F,D2, A1,4H,B1 1H	198-208	4
<p>END OF AFTERNOON RECORDING (During Break strike Tyrum's backing & set Revolving Drum)</p>						
44	VT CLOCK					4
<p>OPENING TITLES for other 2 of the 4 episodes (Film Roll A) (Dur: 30" each)</p>				S.o.F. T/J Slides		
45	7. Guildroom (Doctor leaves to save Sarah)	Tyrum Vorus Harry Doctor Magrik (2 Doves) (2 Hawks with guns)	O/L 4 on 5 CSO Lights on then off	2F,3F,D2, A1,4H,B1, 1H 5B on Model	209-219	4

PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
47	10. Guildroom (7 minutes time left for Doctor to rescue Sarah)	Vorus Magrik Tyrum Harry Stevenson (3 Doves) (2 Hawks)	O/L 4 on 5 CSO Lights on all scene	2F,3F,D2, 4A,B1,1H 5B on model	220-224	4
/ PAUSE /						
49	14. Guildroom (They notice that Beacon is moving. Tyrum kills Vorus but Vorus manages to fire rocket)	Magrik Tyrum Vorus Harry Stevenson (3 Doves) (2 Hawks)		2F,3F,D2, 4A,B1,1H 5B	225-230 Pause 231-233	4
+ TK-31: Beacon moving in space (Roll B:TK-2)				Mute TK fed to Colour Monitor 5 looks at Monitor		
51	16. Guildroom (They are watching screen)	Vorus Magrik Tyrum Stevenson Harry (3 Doves) (2 Hawks)		2F,3F,D2 4A,5B	234-236	4
+ TK-33: Rocket approaching (Roll B: TK-3)				Mute TK fed to Colour Monitor 5 looks at Monitor		
R E C O R D I N G B R E A K						
52	14. Control Rooms 1 & 2 (Sarah materialises)	Cyberman 1 Cyberleader 5 Sarah	F/Axial on 5 Spots	1K,A3,5C, C4,2F- Radar	237-238 Pause 239-241	3
			Radar			
53	16. Control Room 2 (11 minutes to detonation of bombs)	Cyberman 1 Cyberleader Sarah	O/L 3 on 2 Yellow CSO Radar	3H,C4,2F- Radar	242	3

PAGE	SET	CHARACTERS	VIS. FX.	CAMS/SOUND	SHOTS	RP.
54	1. Control Room 2 (8 minutes to detonation of bombs)	Cyberleader Cyberman 1 Sarah	Yellow CSO O/L 3 on 2 Radar	1K,A3,3G + 2F on Radar (1 under 4's cable)	243-245	4
55	5. Control Room 2 (Sarah shows herself. Cyberleader tries to denonate bombs manually but fails)	(Cyberman) Cyberleader Cyberman 1 Sarah	O/L 3 on 2 then lose O/L O/L 3 on Supalock Trolley	1K,A3,3G, 5C,C4, 2F-Radar	246-250 Pause 251-254	4
/PAUSE/						
57	6. Control Room 2 (Sarah tells Cyberleader of rocket)	Sarah Cyberleader Cyberman 1	Radar O/L 3 on Supalock Trolley	1K,A3,3G	255-265	4
59	8. Control Room 2 + 1 (Doctor materialises)	Sarah Cyberman 1 Cyberleader Doctor (Cybernat)	F/Axial on 5 Spots on Matterbeam Cybernat Anchor	1K,A3,3G, C4,5C	266-270 Pause 271-276	4
62	12. Control Room 1 + 2 (Cyberleader notices that Sarah has been freed)	Cyberleader Cyberman 1 (Cybernen)		1K,A3,C4, 3H,B4,5D	277-281	4
/PAUSE/						
63	15. Control room 1 (Doctor uses Cybernat to kill 1 of the Cybermen but then he and Sarah are overpowered)	Cyberleader Cyberman 1 (Cyberman) (Cybernat) Doctor Sarah	O/L 1 on TK or 2 look at Colour Monitor to CSO Cybernat	1L,C4,3H, B4,5D +2?	282-288	4
+ TK-B: LS Vega getting Closer (Roll B: TK-4)				Mute		
+ TK-C+ LS Vega approaching (Roll B: TK-5)				Mute		
65	17. Control Room 1 (Sarah & Doctor are tied)	Sarah Doctor Cyberman 1 Cyberleader	O/L 1 on 2 + O/L 1 on TK	1L,C4,B4, 5D,2F- Caption	289-291 Pause 292-293	4
+ TK-34: Vogan Rocket towards us (Roll B: TK-6)				Mute		

PAGE	SET	CHARACTERS	VIS.FX.	CAMS/SOUND	SHOTS	EP
66	TK-35: Cybership undocks from Beacon (Roll B: TK-7)			Mute		4
67	18. Guildroom (They see the Cybership leaving the Beacon)	Tyrum Stevenson Harry		2F,D2	294	4
67	19. Control Room 1 (Sarah & Doctor free themselves and make radio contact with Vega)	Doctor Sarah (Stevenson's Voice)	O/L 1 on TK	1L,C4,3H, B4,5D +2?	295-299	4
	+ TK-D: Rocket leaves Vega (Roll B: TK-8)			Mute		
68	20. Guildroom (Radio contact with Stevenson & Doctor)	Stevenson (Doctor's Voice) Harry Tyrum		2F,D2	300	4
68	21. Control Room 1 (Doctor starts to give instructions to Stevenson)	Doctor Sarah (Stevenson's Voice)	O/L 1 on 2	1L,C4,3H, B4,5D	301-302	4
	TK-37: Rocket (Roll B: TK-9) - NB: THIS SEQUENCE IS NOW NOT BEING USED					
69	22. Guildroom (Stevenson changes course of rocket)	Stevenson (Doctor's Voice) Harry Tyrum		2F,D2,4A	303	4
69	TK-38A: Rocket changing course (Roll B: TK-10)			Mute		4
	TK-38B: Rocket into camera filling (Roll B: TK-11) frame and over top NB: THIS SEQUENCE IS NOW NOT BEING USED					
69	23. Control Room 1 (Doctor tries to move Beacon controls)	Doctor Sarah	O/L 1 on 2 + O/L 1 on TK	1L,C4,B4, 5D + 2F	304-308	4
	+ TK-39: Vega getting closer (Roll B: TK-12)			Mute		

PAGE	SET	CHAR. OTHERS	VIS. TK.	CUTS/SCUEN	SHOTS	EP
71	24. Guildroom (Stevenson is directing rocket at Cybership)	Tyrum Harry Stevenson	O/L 4 on TK	2F,D2,4A or Cam.3 instead of Cam.4	309-310	4
+ TK-40: Rocket & Cybership (Roll B: TK-13)				Mute		
72	TK-41: Explosion in space (Roll B: TK-14)			Mute		4
72	26. Guildroom (They notice that the Beacon is still heading for Vega)	Tyrum Harry Stevenson	O/L 4 on TK	2F,D2,4A	311-312	4
+ TK-42: Head of Beacon towards us (Roll B: TK-15)				Mute		
73	27. Control Room 1 (Doctor is trying to fix controls)	Doctor Sarah (Harry's Voice)	O/L 1 on TK	1L,C4,3A B4,5D	313-317	4
+ TK-43: Vega getting closer (Roll B: TK-16)				Mute		
74	28. Guildroom (Harry in radio contact with Sarah)	Harry (Sarah's Voice) Tyrum Stevenson		2H,D4	318	4
74	29. Control Room 1 (Doctor has fixed controls)	Sarah Doctor		5C,3H,E4	319-320	4
R E C O R D I N G B R E A K						
75	30. Guildroom (They are watching the screen)	Stevenson Tyrum Harry	O/L 4 on TK	2F,D2,4A	321-322	4
+ TK-45: Beacon changing course (Roll B: TK-17)				Mute		
/ PAUSE /						
76	29A. Control Room 1 (Continuation of Sc.29)		O/L 1 on 2	1L,C4,5C, B4,2G - Drum	323-324	4

PAGE	SET	CHARACTERS	VIS. FX.	CAMS/SOUND	SHOTS	EP
77	31. Control Room 1 (Doctor straightens Beacon just in time. Tardis arrives. Harry materialises. They all enter Tardis and Tardis disappears)	Sarah Doctor (Harry's Voice) Harry	O/L 1 on 2 F/Axial on 5 Spets on Matterbeam	1L,C4,3H, B4,5D 2G on Drum	325-329 Pause 330-334 Pause 335-341 Pause 342	4
<u>PAUSE</u>						
80	<u>EXTRA SHOTS</u> Floor dissolving		Model Floor	2	343 Pause	
	Cybernat		Cybernat	1	344	

END OF RECORDING

PAGE 81 & 82

CLOSING TITLES FOR EPISODES 3 & 4
ALREADY RECORDED

NB: OTHER TK SEQUENCES (FILM ROLL C) TO BE RECORDED
ONTO VT DIRECT DURING RECORDING BREAKS IN THIS
STUDIO

"DOCTOR WHO"
(4D)

'Revenge of The Cybermen'

Episode Three

/VT CLOCK (PART THREE Project No: 02344/7053)/

TK-16 (Roll A) Dur: 30"

/S.O.F./

OPENING TITLES (Ep.3)

S/I T/J Slides:-

A1 Revenge of The Cybermen

B1 by GERRY DAVIS

A2 Part Three

342. 3 K (5F,D5,2H,3K) /
VLS UP
TRANSOM x. 1. INT. THE TRANSOM
DOCTOR'S "DEAD"
BODY
KELLMAN DOWN (REPRISE)
to LS
- (KELLMAN RUNS
DOWN TRANSOM.
HE LOOKS AT
THE BODIES)
343. 5 F KELLMAN: You haven't killed them? /
M.3/S.
CYBERLEADER
CYBERLEADER: Of course not. They
are necessary to our plan. /
344. 2 H
MS KELLMAN (KELLMAN GRUNTS.
HOLD HIM DOWN HE BENDS AND
to DOCTOR & BEGINS TO
MC 2/S. SEARCH THE DOCTOR'S
POCKETS)
- What are you doing, Kellman?
345. 5 F KELLMAN: This is the stranger I
reported. Calls himself the Doctor. /
MCU CYBERLEADER
CYBERLEADER: Because of him our
plan was advanced? /
346. 3 K
M.2/S. KELLMAN
& DOCTOR
KELLMAN: Had to be. He was
interfering. I'd just like to
know who and what he is ... /
347. 2 H
CS DOCTOR'S
POCKET, FLOOR (A BAG OF JELLY-
& THINGS BABIES, A HALF-
EATEN APPLE, A
STRING OF CONKERS,
A YO-YO)
348. 3 K
M.2/S. a/b.
349. 5 F
MCU CYBERMAN
350. 3 K
MCU KELLMAN

To 5

TELECINE 17: (Dur: 1'18")

Int. Caves. Day.

HARRY and SARAH still being pursued by the GUARDS through a small cave. They are using the rocks and bends to stay out of the sightline of their hunters. But they are very tired, constantly stumbling and tripping, over unseen obstacles, in the darkness of the tunnels. The GUARDS, on the other hand, move with uncanny ease.

SARAH: Harry - over there ...

The cave is widening. They change direction and run out across a more open, less rubble-strewn cave floor.

Behind them a GUARD again issues the strange, low whistle. The GUARDS fan out into a line as they follow the fugitives.

Suddenly HARRY and SARAH stop. A few yards ahead of them the cave floor descends into a lake. There is no way across or round. Or back now.

//

HARRY: Oh, Lord ...

The GUARDS, now certain of success, have slowed to a walk. They are advancing in a tightening circle, carbines pointing. HARRY and S.R.H look at each other.

HARRY: This looks like it, old girl.

S.R.H: One thing about you, Harry - you never miss the obvious.

HARRY: Why don't they get it over with?

S.R.H: They're waiting till they can see the Whites of our goosepimples.

Suddenly a cross-pattern of beams illumines both hunters and hunted. The GUARDS start to turn.

SHEPHERD: You are surrounded. Throw down your weapons!

The GUARDS hesitate. Then obey the stentorian command from the darkness. SHEPHERD, Captain of the City Militia, and two of his MEN move into the light and advance across the cave floor.

END OF TELECINE 17:

DF

- 5 -

90

(355 on 2)

356. 3 G (2C,C3,3g,D3,4E) /
M.3/S.
LESTER, 2. INT. CREW DECK.
DOCTOR,
COMMANDER.
CYBERLEADER's (TH; DOCTOR, THE
FEET through COM ADULT, AND
frame LESTER ARE SITTING
PAN L. & UP with UP, STILL GROGGY
FEET to 2/S. BUT TAKING NOTICE.
with KELLMAN

KELLMAN AND THE
CYBERLEADER
ARE STUDYING A
MAP OF THE
VOGAN CAVE
SYSTEM.
CYBERLEADER STANDS
GUARD AT THE DOOR)

CYBERLEADER: Once our landing is
detected the Vogans will attack in
force.

KELLMAN: They have only light
armaments. Nothing that can
effect your Cyberman.

357. 2 C
CS MAP CYBERLEADER: This is the heart
shaft? /

358. 4 E
M.2/S. KELLMAN
CYBERLEADER KELLMAN: Yes, that's the shaft I
explored for you. It runs to the
very core of Voga. /

CYBERLEADER: And how far is the
shaft entrance from the transmat
receptor area?

(3 next)

- 5 -

KELLMAN: A matter of yards. I set the receptors as close as possible.

359. 3 G CYBERLEADER: Excellent./ You
M.3/S. LESTER, have done well, Kellman....
DOCTOR, COMMANDER The humans will carry the bombs into the shaft.

360. 4 E DOCTOR: What's your cut, Kellman -
Low MCU CYBERLEADER Voga's gold? /

361. 3 G CYBERLEADER: There will be no
M.3/S. a/b. gold. Voga is to be destroyed.
have been spared. This time we shall not fail.
 You three will help in this task / that is why your lives

COMMANDER: I was wondering why
you hadn't killed us.

362. 4 E LESTER: We still don't have to
MS CYBERLEADER help them. They can't force us. /

363. 3 G CYBERLEADER: You are mistaken. /
a/b.

364. 4 E LESTER: You'll find out who's
M.2/S. KELLMAN, made the mistake, chum. /
CYBERLEADER

365. 3 G CYBERLEADER: The heart of Voga
MS DOCTOR is almost pure gold, but gold is
for this purpose. / hostile to our functioning.
 Therefore, we asked Kellman to preserve three animal organisms

366. 2 C DOCTOR: Isn't it wonderful to
M.2/S. KELLMAN, feel wanted.
CYBERLEADER

(No Page 7)

CYBERLEADER: Kellman, on our approach run we detected an operational discharge of the transmat beam. Explain. /

367. 3 G
MCU KELLMAN

KELLMAN: That was his doing - he beamed his two friends down to Voga. I tried to put the transmat out of action but he managed to fix it somehow. /

368. 4 E (Crabbed L.)
MS DOCTOR

369. 2 C
MCU CYBERLEADER

CYBERLEADER: How much did those humans know?

(5 next)

15. 1 A
x. back of DOVE 3. Int. TYRUM H.Q. D.Y.
& ROCK
SHEPRAH & TYRUM into
MLS.
PAN THEM L.
x. f.g. DOVES
& into ROOM
TYRUM: A plague?
SHEPRAH: They seemed confused. At first they spoke of this scourge as a plague. Then one said that the humans were killed by poison.
16. 3 A
M.2/S. SHEPRAH,
TYRUM
LET TYRUM go.
TYRUM: I will see them myself, Sheprah. Are the Guardians resisting our militia?
SHEPRAH: Not in the galleries. They are holding a defensive position outside the Guild Chambers.
17. 2 A
LS SHEPRAH, TYRUM
HOLD TYRUM to
L.f.g.
TYRUM: I expected Vorus would make the Guild Chambers his strongpoint. Let him hold that for the present.
SHEPRAH: One determined assault is all that is needed to occupy them.
18. 3 A
MS TYRUM
HE sits
TYRUM: Let me see the two human captives. If Vorus has committed treason/I might give him the chance to die in battle!
(SHEPRAH GOES TO THE DOOR AND SIGNALS TO A MILITIA GUARD)
CLOSE DOORS
19. 2 A
MS SHEPRAH
SHEPRAH: You think he is a traitor, Councillor?
20. 3 A
MS TYRUM,
SHEPRAH's trunk
R. frame
TYRUM: I think he has been holding secret negotiations with these aliens / no doubt promising them gold in return for weapons.
SHEPRAH: So that he can take over? I understand.

5

- TRACK into
MCU TYRUM
21. 2 A
MCU SHEPRAH
22. 3 A
MCU TYRUM
LET HIM go.
23. 2 A
M.C.2/S. TYRUM,
SHEPRAH
24. 1 A
2/S. SARAH, HARRY
DOORS open to
reveal TYRUM,
SHEPRAH
SHEPRAH to MCU
25. 3 A
MS TYRUM
26. 2 A
M.4/S. TYRUM,
HARRY, SARAH, LOGAN
(All profile)
27. 3 A
MS TYRUM
28. 2 A
M.C.2/S. SARAH,
HARRY
29. 3 A
MCU TYRUM
30. 2 A
MCU SARAH
- TYRUM: Vorus has never concealed his ambitions. But I never thought that even he would be reckless enough to reveal Voga to its enemies.
- SHEPRAH: You think the humans are enemies?
- TYRUM: After the cataclysm of our ancient past, Sheprah, we have survived down here only by regarding all outsiders as hostile. Now I will find out how far this involvement has gone.
- (THE GUARD BRINGS IN HARRY AND SARAH. TYRUM TURNS TO THEM)
- I am Tyrum, Chief Councillor of Voga.
- HARRY: How d'you do? My name's Sullivan - Harry Sullivan - and
- SARAH: Sarah Jane Smith.
- TYRUM: What is your mission here?
- SARAH: Mission? We don't have any mission. We just...well, we sort of got here my accident, didn't we, Harry?
- HARRY: That's right. / Nothing to do with us really.
- TYRUM: Explain.
- SARAH: We'd better start at the beginning.

(No Pages 11 and 12)

(1 next)

- (3 pushes 2's cable)
(2DX, 3E, 4C, C3, B2, 1E, 5A - Caption/Model)
78. 3 E /Q/ MS u.s. DOVE + GUN 4. INT. ROCK TUNNELS AREAS A, B, C. DAY.
79. 1 E /Q/ M.2/S. 2 d.s. HAWKS + GUNS
80. 2 DX /Q/ LS DOVES x. f.g. HAWKS
81. 1 E (panned R) /Q/ LS SHEPRAH in R. HOLD HIM to M.3/S. with DOVES LET HIM go L.
82. 2 DX MLS SHEPRAH LET HIM go.
83. O/L 4 C /O/L 4/ on 5 / SHEPRAH: Vorus, ...I have a message.
- LS CSO AREA
ROCKS L.& R.
SHEPRAH in R.
- 5 A MODEL Match to 4
- VORUS: (V.O.) Stay where you are!
- (SHEPRAH HALTS. AFTER A MOMENT VORUS EMERGES CAUTIOUSLY FROM THE ROCKS)
- VORUS: Well, Sheprah?
- SHEPRAH: Tyrum has given fresh orders. My soldiers will hold their present positions and we will not attack your Guild Chambers.
84. 1 E (Panned L) MS VORUS
85. 3 E MS SHEPRAH LET HIM go.
- VORUS: He has shown sense. Your city scum would be badly beaten.
86. 1 E MS VORUS PAN HIM L. LET HIM go HOLD 2 HAWKS
- SHEPRAH: Unless we are provoked, Vorus. Then we shall sweep you aside.

Q MAGNETIK

(HE LEAVES)

RESET TRUCK to POS.3

- 14 -

31. 1 C (2A, 11, B1, 3A, 1C/1, C1)
 M.2/S.
 HARRY, SARAH
 TYRUM RISES
 into Centre
 4. INT. TYRUM H.Q. DAY. /DOORS/
 /OPEN/
 (AS BEFORE.
 TYRUM RISES)

TYRUM: I believe your story.

SARAH: Well, it's the truth.

TYRUM: But if you are simply innocent
 travellers why did Vorus send his guards
 to kill you?
 32. 2 A
 M.C.2/S.
 SARAH, HARRY

33. 3 A
 MCU TYRUM
 SARAH: That's what we'd like to know.

TYRUM: Clearly you know something, or he
 thinks you do, that would incriminate him.
 34. 2 A
 a/b.

HARRY: Incriminate him in what?
 35. 1 C
 M.3/S.
 PAN TYRUM R. to
 M.2/S. with SARAH
 TYRUM: Some plot against the State -
 against me.

SARAH: But we only met Vorus for ten
 minutes.

HOLD TYRUM to f.g.
 SARAH & HARRY b.g.

TYRUM: It is something to do with the
 beacon. My suspicions about Vorus are
 hardening into certainty. He has always
 had great ambitions... This city you are
 in was once the survival chamber for our
 people. We have lived here ever since,
 unseen, safe from further attack.

(3 next)

36. 3 A TYRUM: You know of the Cybermen?
H.2/S.
SARAH, HARRY
- SARAH: But they're supposed to have been wiped out ages ago.
37. 2 A HARRY: The Doctor said the thing that attacked Sarah was a Cybermat.
M.C.2/S.
SARAH, HARRY a/b.
- TYRUM: I wonder.....? Has Vorus, in the madness of his vanity, brought the vengeance of the Cybermen upon us again? (DECISIVE) You will come with me!
38. 1 A Deep 3/S.
HOLD TYRUM f.g.
- HARRY: Where to?
- SARAH: Where are we going?
39. 3 A TYRUM: To the Gold Mines./ It is time that Vorus accounted for himself.
MCU TYRUM
LET HIM go.
40. 1 A a/b.
LET THEM go.

/CLOSE/
/DCORS/

/5 DOVES to become 5 HAWKS/

(3 next)

DF

- 15 -

(388 on 4)

389. 2 Lighting
Flash
Transmat Spots
+ F/axial
on 2 (1E, A2, 5A, D2, 2A, C6, 31, D6, 4J) DOUB TAME SEE

3/S.

WATTERMAN 5. INT. CONTROL ROOM 1 & 2

ART

(Exc. Artists)

(THE CYBERLEADER
IS TESTING THE
TRANSMAT)

390. 5 A Q CYBERLEADER
M.2/S. CYBERLEADER,
KELLMAN

CYBERLEADER: There is no
malfunction at this end.

KELLMAN: Then it must lie at the
Vogan end. A faulty reciprocator
diode.

... the two
Cybermen you are sending to
Voga might be unable to return.

391. 4 J MCU CYBERLEADER

(HE SHIFTS UNEASILY
UNDER THE CYBERLEADER'S
PROBING METALLIC
STARE)

CYBERLEADER: Your concern for
Cybermen is interesting, Kellman.
Explain.

392. 5 A M.2/S. CYBERLEADER,
KELLMAN

(2 next)

DOCTOR &
COMPANY enter
b.g.

KELLMAN: I ... I've done
everything I can to help. I
set up the transmat, I directed
the cybermats. You might never
have found Voga without me.

393. 2 A
x. f.g. TABLE
LS DOCTOR &
CYBERMEN
PAN CYBERMEN L.
JONES to f.g.
CYBERLEADER &
KELLMAN b.g.

(THE DOCTOR AND
COMPANY ARE
BROUGHT IN BY
THEIR CYBERGULRD No.1)

CYBERLEADER: That is true.
But you have been promised
great rewards for your assistance.

KELLMAN: That's why I must go
to Voga - to see that nothing
goes wrong with the transmat.

CYBERLEADER: Very well. But
return as soon as possible.

HOLD KELLMAN
to MATTER LAM

(HE MOVES KELLMAN
INTO THE MATTER LAM)

Once the detonation cycle commences
it cannot be stopped.

394. 3 L
CS CONTROLS

(HE MOVES THE
TRANSMAT CONTROL.
KELLMAN DEMATERIALIZES)

395. 4 J (Locked-off)
LS KELLMAN

Lighting/
Bring up C Spot/
+ F/Axial on 4/

R E C O R D I N G B R E A K

/ROLL BACK CHIX/ - /CR EDIT/

396. 4 J (Locked-off)
a/b. but
without KELLMAN

Lighting/
Fade spot/
+ F/Axial on 4/

397. 5 A
LS DOCTOR

398. 3 L DOCTOR WHO: What great rewards have you promised Kellman? /
Deep L.2/S.
CYBERLEADER
& DOCTOR CYBERLEADER: The matter is of no interest to you.

DOCTOR WHO: Everything is of interest to me.

And Cybermen possess nothing that a human might want.

399. 5 A CYBERLEADER: You are incorrect. /
AS DOCTOR

DOCTOR WHO: Then what is it? You have no home planet, no influence, nothing. You're just a pathetic collection of tin soldiers skulking about the galaxy in an ancient spaceship. /

400. 3 L YOU CYBERLEADER

CYBERLEADER: You speak unwisely. We are destined to be rulers of all the cosmos. /

401. 5 A YOU DOCTOR

DOCTOR WHO: I don't think so somehow. You tried that once and were very nearly wiped out. /

402. 3 L YOU CYBERLEADER

403. 5 A
MS DOCTOR
CYBERLEADER: Because of Voga and its gold. If the humans had not had the resources of Voga / the Cyberwar would have ended in glorious triumph.

404. 2 A
M.2/S. COMMLANDER & LESTER
DOCTOR WHO: It was a glorious triumph - for human ingenuity. They found your weakness, they invented the glitter cannon / and that was the end of the Cybermen - except as gold-plated souvenirs / that people used for hatstands.

405. 3 L
MS CYBERLEADER

5 CLEAR

(THE CYBERLEADER
DOES THIS TENSELY
AND DOES NOT
STRIKE)

406. 2 A
a/b.

407. 3 L
a/b.
LESTER: Watch it, Doctor!
You've riled him ...

408. 2 A
MS DOCTOR
CYBERLEADER: That is why Voga must be destroyed before we begin our second campaign.

409. 3 L
DOCTOR WHO: Oh, there's to be a second campaign, is there?

Deep 2/S.
CYBERLEADER &
DOCTOR
CRAD L. with
CYBERLEADER's
move to
...2/S.
COMMLANDER
LESTER C.E.G.

CYBERLEADER: We have the parts in our ship to build a new cyberarmy - and this time it will be invincible. Cybermen function more efficiently than animal organisms. Therefore we must rule the galaxy.

DOCTOR WHO: Loose thinking.
The great trouble with Cybermen is that they have hydraulic muscles - and hydraulic brains to go with them.

PAN DOCTOR L.

410. 2 A
Low MS CYBERLEADER
x. JOES
LET LO. go.

(4 next)

- (THIS TIME THE CYBERLEADER DOES STRIKE. THE DOCTOR IS SENT ROLLING ACROSS THE ROOM. HE ROLLS TO THE RUCKSACKS AND THEN BOUNDS TO HIS FEET, HOLDING ONE OF THEM THREATENINGLY)
411. 4 J
MS DOCTOR
- DOCTOR: Thank you. /
412. 2 A
MS CYBERLEADER
a/b.
- CYBERLEADER: Put that down. /
413. 3 L
MS DOCTOR +
DOCTOR
- DOCTOR: Now if I'm right about what's in here and I should accidentally drop it -
- (HE LETS THE RUCKSACK DROP BY THE LENGTH OF ITS STRAPS. INSTINCTIVELY, THE CYBERLEADER TAKES A STEP BACK & PUTS HAND ON CHEST)
414. 2 A
MS CYBERLEADER
415. 3 L
MS DOCTOR
- Now Cyberleader I want some information out of you.

RECORDING PAUSE

(3 next)

68

DF

- 20 -

(250 on 3)

351. 2 H (5F,D5,2H) /
CS FLASHING
LIGHT 6. INT. TRANSOM.
P.L.N UP to
CU CYBERMAN
LET HIM go.
(THE CYBERMAN NO.1 IS
STANDING ON GUARD.
SUDDENLY LIGHT
IN ITS CHEST FLICK
OR HEAD STARTS
TO FLICK. THE
CYBERMAN ANSWERS
THAT CALL. IT
TURNS AND STRIDES
A Y)

352. 5 F
MLC CYBERMAN
PAN HIM L.

(3 next)

- 20 -

101

(415 on 3)

416. 3 L (1E,A2,5A,B2,2A,C6,3L,D6,4J) ROOM 2
~~DOOR CLEA~~
 CS BOMB
 WHIP PAN to 7. IND. CONTROL ROOM 1 + 2
 LCU DOCTOR

THE DOCTOR
 STILL HOLDS
 THE RUCKSACK)

417. 2 A DOCTOR: what is
 Kellman expecting to get out of this?/
 E.3/S.
 LESTER, CYBERLEADER
 COMMANDER
 418. 5 A CYBERLEADER: Kellman wants power. He
 will be the ruler of this solar system/
 when we have conquered it.
 LS CYBERLEADER No.1
 PAN HIM R.

DOCTOR H.C.: Your puppet dictator in
 other words? Strange. I wouldn't have
 said his ambitions lay in that
 direction -

419. 3 L COMMANDER: Look out, Doctor!/
 LCU DOCTOR
 & CYBERLEADER
 (BUT THE WARNING
 IS TOO LATE.
 5 CLEAR)

420. 2 L A CYBERLEADER HAS
 SEIZED CONTROL
 FROM CONTROL
 ROOM 2 AND TAKEN
 THE DOCTOR FROM
 BEHIND IN ITS
 HUGE STEEL
 CYBERMUG.
 MLS CYBERLEADER
 PAN HIM L. to
 DOCTOR
 HOLD CYBERLEADER
 to TABLE

421. 4 J
 2/S. CYBERLEADER
 PAN THEN L. to
 COMMANDER & LESTER

(3 next)

(421 on 4)

ONE SMALL PIT
HOLDS HIM.
STAYS ON THE
FLOOR.

THE DOCTOR SEEMS TO
BE IN THE CRASHED BODY
CRUSHED AROUND
THE ALIST.

422. 3 L

MRS DOCTOR &
CYBERMAN
PLAN HIM R. to
BOAT TRUCK

THE OTHER CYBERMAN
LOVES IT.

THE COMRADE IS
SEMI SPINNING.

LE FAN, ECO,
IS ON THE FLOOR

423. 4 J

LOC CYBERLEADER

CYBERLEADER: Do not kill them.

(THE OTHER MAN)

424. 2 A

CS DOCTOR
LET HIM go.

THE DOCTOR
DOES NOT TAKE
ANYTHING
BUT THE HIT.

HE SEEMS TO
THINK FLOOR
WAS A MISTAKE

PIT
LOC. SAC'S

STRIFE
TABLE

93. 2 E (2E,C3,B2,3D)
VLS KELLMAN
TAKEN HIM R. & 7.. INT. ROCK TUNNELS AREAS C & D.
CRAB R. ST
DOVES & ROCK (KELLMAN HURRYING ALONG.
to 2nd ROCK SUDDENLY LIGHTS PIN
& SHEPRAH HIM DOWN. SHEPRAH
HOLD SHEPRAH AND SOLDIERS SURROUND
to M.Deep 2/S. HIM. KELLMAN OFFERS
SHEPRAH,KELLMAN NO RESISTENCE)

SHEPRAH: Another human.

KELLMAN: Take me to Vorus.

SHEPRAH: Vorus?

KELLMAN: Quickly, man. It is vital that I see Vorus immediately!

SHEPRAH: Vorus is no longer in charge here.

KELLMAN: What?

SHEPRAH: Take him away.

LET THEM go L.
HOLD SHEPRAH
to MCU

(THE SOLDIERS HUSTLE
KELLMAN OFF. BUT NOW
HE DOES START STRUGGLING)

KELLMAN: No! No, you don't understand! I must see Vorus...
I've got something to tell him ...
You're in danger, all of you ...

(HIS VOICE FADES AS
HE IS DRAGGED AWAY)

(1 next)

To 26

103

(424 on 2)

425. 5 A (1E,A2,5A,B2,2A,C6,3L,D6,4J) /

3/S. BUCKS of 9. INT. CONTROL ROOM 2.
COMMANDER,
DOCTOR, LESTER

CYBERLEADER (THE DOCTOR,
THE COMMANDER
AND A SILEN
ARE BEING
FITTED INTO
TUBES.
BUCKS CHECKS.

THE BUCKS ARE
SHIPPED INTO
POSITION OVER
THEIR CHESTS)

CYBERLEADER: Cobalt bombs. The most
compact and powerful explosive devices
ever invented.

426. 2 A
M.3/S. PROFILE
LESTER, DOCTOR,
COMMANDER

DOCTOR WHO: And their use was banned
at the Armageddon Convention.

427. 3 L
M.2/S. CYBERMAN
& CYBERLEADER

CYBERLEADER: Cybermen do not
subscribe to any theory of morality in
war. Our calculations indicate that
two of these bombs, placed in the
centre of Vega, will fragmentise the
planet.

428. 4 J
MCU DOCTOR

429. 3 L
a/b.
LET CYBERMAN
b.g. go.

CYBERLEADER: Two should be sufficient
to complete the task/We began four
hundred and twenty seven years ago.
Three will make certain.

430. 2 A
MC.3/S. x.
BUCKIES

(HE ASSURES
THE CYBERMAN
NOV. 10. 1950)
AND TWIST
THE BUCKIES)

(3 next)

(430 on 2)

- 27 -

104

COM MANDER: Now what are you doing?

421. 3 L
MS CYBERLEADER
x. f.g. RALLY
CLOCK
TRACK into
CS DIAL

CYBERLEADER: The buckles are now primed. Any attempt to remove the harness before the countdown enters the red zone -

(HE INDICATES THE
HOURS CLOCK ON
THE RALLY EQUIPMENT
CARRIED BY CYBERMAN)

will cause a secondary explosion. Do you understand?

432. 4 J
M.2/S. LESTER
CYBERMAN

LESTER: You mean if he take the harness off before then we'll be blown up

433. 2 A
MS CYBERLEADER

CYBERLEADER: Correct. It is as well that thought in your minds.

434. 4 J
RCU DOCTOR

DOCTOR MC: And when we get down to the centre. Voga we will be fragmented - as you put it.

435. 2 A
MS CYBER LEADER
+ RELAY BOX

CYBERLEADER: Incorrect. You will have fourteen minutes/- the time period of the red zone/- to return to the surface and save yourselves by the transmit b. m.

436. 3 L
CS DIAL

437. 2 A
a/b.

438. 4 J
RCU COME LINDER

COM MANDER: That isn't long enough.

439. 2 A
MS CYBERLEADER

CYBERLEADER: Fourteen minutes is considered adequate.

440. 4 J
Deep 7 shot
x. f.g. CYBERLEADER

DOCTOR MC: Anything else before we leave?

- 27 -

(3 next)

CYBERLEADER: Yes, Doctor. Remember that we shall be following your progress by radar. Any deviation from the route indicated will be detected - and the bombs will be immediately exploded by means of this manual control.

441. 3 L
MS CYBERLEADER
+ RELAY BOX

442. 2 A
C.3/S. LESTER,
DOCTOR, COMMANDER

(THE DOCTOR
GLANCES AT
THE COORDINATE)

DOCTOR: Thank you.

443. 3 L
a/b.

(THE CYBERLEADER
PUSHES A
BUTTON ON
THE MASTER CLOCK)

CYBERLEADER: Countdown has commenced.

(TO DOCTOR)

You Doctor will leave first, with one guard.

444. 4 J
MLS DOCTOR &
CYBERMAN
PAN THE U.S

(THE DOCTOR
SHUGS.)

CYBERMAN PULLS
HIM BACK AND THE
CYBERMAN

DOCTOR MC: Ah-ah! Careful, I might,
go off ...

(THE CYBERLEADER
OPERATES THE
MANUAL CONTROL.)

445. 3 L
CS CONTROLS

RECORDING PAUSE

446. 2 A _____
IS COMMANDER,
CYBERMAN, LESTER

LIGHTING
Bring up
spots +
F/axial

RECORDING PAUSE

447. 2 A _____
a/b.
but without
COMMANDER etc.

(1 next)

TELECINE 18: (Dur: 2'03")

Int. Caves. Dr.

The DOCTOR and the CYBELLIN materialise in the receptor area. The CYBELLIN pushes the DOCTOR ahead of him. They move towards the shaft entrance.

DOCTOR JO: All right, my iron friend, I can see it.

Suddenly they are picked up by a searchlight. The electric truck whines out of the darkness. The CYBELLIN turns. Armed militiamen jump from the truck and open fire.

DOCTOR JO: I think someone's trying to attract your attention.

The CYBELLIN is struck by concentrated laser rays and is unharmed. He fights back, picking off the VOGANS with cool single shots.

This is getting dangerous. Must rush.

The DOCTOR scrambles into the shaft, trying desperately not to be hit by a stray shot.

LESTER, the COLLIDER, and a second CYBELLIN arrive in the receptor area.

The second CYBERMAN sets down the relay equipment and joins the battle. The handful of VOGANS are no match for their invulnerable enemies. They are quickly destroyed and forced to flee.

While the battle is in full swing the COMMANDER and LESTER duck through the crossfire and join the DOCTOR in the tunnel.

END OF TELECINE 18:

94. 1 F (4C,A2,1F)
 LS OF TUNNEL
 D
 PAN DOCTOR,
 COMMANDER, LESTER
 R. to M.3/S.

9A. INT. ROCK TUNNELS AREA E.

DOCTOR: If only they knew about
the use of gold.

COMMANDER: You mean as a weapon.

DOCTOR: It's the only thing
that's effective against Cybermen.

LESTER: Did you believe all
that guff about giving us time
to escape?

DOCTOR: Not a word of it. Once
we've reached the exposure zone
we'll have outlived our usefulness.

LESTER: So what do we do?

95. 4 C
 3/S. DOCTOR,
 COMMANDER, LESTER
 HOLD to MS . . .

DOCTOR: Keep moving. /

LESTER: Doctor why don't we just
stay here?

DOCTOR: I think my idea's better -

(THEY START OFF DOWN
THE SHAFT)

LESTER: What idea,

DOCTOR: Mm? Not sure yet -

(HE STRIDES ON. THE
COMMANDER AND LESTER
EXCHANGE A GLANCE)

(3 next)

448. 1 E YELLOW CSC (1E,A2,2B,B2,3M-Caption) /
 MS CYBERLEADER 10. INT. CONTROL ROOM 2.
 CYBERMAN 1
 LS
 HOLD to M.2/S. (FIRST CYBERMAN
 STRIDES
 ACROSS TO HIS
 LEADER)

CYBERMAN: Our warriors report
 that all initial opposition has
 been crushed.

449. O/L 2 B O/L 2/ CYBERLEADER: That is good.
 on 3
 M.2/S. CSO b.g. (HE LOOKS AT TEL
 & TELESCOPE. YES
 MOVING DOT
 3 H Caption VOGA Vis.Fx.
 Match to 2 DOCTOR. NO HIS VOGA
 dot

They are now one hundred metres below
 the surface.

450. 1 E CYBERMAN: Hellman has not
 returned.
 O.2/S. CYBERLEADER,
 CYBERMAN CYBERLEADER: He is of no importance
 now. His part in the operation is
 at an end.

96. 3 D TRUCK ON POS. 3/
WITHOUT TRAILER/
CU TYRUM (2C,4C,C2,B2,3D,5A-Caption)

10A. INT. ROCK TUNNELS AREA B.

(A COUPLE OF THE CITY
MILITIA FLANK KELLMAN.
HE IS BEING QUESTIONED
BY TYRUM, HARRY AND
SARAH STAND BY)

97. 2 C TYRUM: What is your connection
with Vorus?
CU KELLMAN

KELLMAN: We were working together.
We wanted to lure the Cybermen into
a trap.

98. 3 D TYRUM: What trap?
Deep 4/S.
TYRUM, HARRY, SARAH,
KELLMAN
DOVE R. f.g.

KELLMAN: Look, we're wasting time!
The Cybermen are planning to blow
Voga apart and -

99. 2 C TYRUM: What trap?
CU KELLMAN

KELLMAN: The beacon, of course!
Vorus has a rocket aimed at the
beacon -

100. 3 D SARAH: We must warn the Doctor.
M.2/S. SARAH,
HARRY

101. 0/L TYRUM, SARAH, HARRY L
4 C KELLMAN, DOVE R.
/O/L 4/ TRUCK & SHEPRAH
/on 5 / into Centre
/Q/

(THE ELECTRIC TRUCK
SHINES OUT OF THE
DARKNESS. SHEPRAH
LEAPS FROM IT BEFORE
IT STOPS)

5 A
CAPTION/MODEL

SHEPRAH: Councillor! The Cybermen
are here!

TYRUM: What?

102. 3 D SHEPRAH: They've landed on the
first level/ We suffered heavy
casualties and need reinforcements
immediately.
M.2/S. TYRUM,
SHEPRAH
SARAH, HARRY b.g.

TYRUM: How many Cybermen are there?

103. 2 C SHEPRAH: Two, at least./ Our weapons have no effect on them.
 Deep 3/S.
 TYRUM, KELLMAN,
 SHEPRAH

KELLMAN: You'll never stop them now! Vorus's rocket is your only chance - that beacon must be blasted out of the sky! /

104. 3 D
 M.4/S.
 TYRUM, SHEPRAH,
 SARAH, HARRY

(SARAH LOOKS AT HARRY)

LET THEM go.

TYRUM: Sheprah, you must attack the Cybermen with every weapon we have.

105. O/L 4 C O/L 4/
on 5 /
 7 shot
 LET TYRUM & Co.
 exit R.
 SHEPRAH to b.g.

(SHEPRAH SWINGS BACK ON TO THE TRUCK)

5 A
 CAUTION

The rest of you come with me.
 We must speak to Vorus.

(3 next)

~~1-58~~

14

TELECINE 19: (Dur: 58")

Int. Caves. Day.

Matter Blum says. The
two CYBLAMEN patrol
watchfully. Close on
the relay equipment.
The countdown clock is
ticking steadily round.

GUT.

END OF TELECINE 19:

5

TELESCINE 20: (Dur: 1'20")

Int. Shift. Day.

The DOCTOR, LESTER and the COMMANDER slipping and staggering down the sloping shaft. They are beginning to feel the weight of their packs. The COMMANDER almost falls. The DOCTOR holds him up.

DOCTOR MO: Steady.

COMMANDER: I'm getting too old for this sort of thing.

DOCTOR MO: We'll rest a moment...

LESTER looks at the duplicate clock above the COMMANDER'S pack.

LESTER: Have you had any more bits of that idea, Doctor?

The DOCTOR prods at a gold-veined wall.

DOCTOR MO: As I expected - the deeper we go the heavier the concentration of gold. Before long it must start affecting their radar picture.

LESTER: Then what?

DOCTOR MO: Cybermen are totally logical creatures. So their behaviour is always predictable. All right now, Commander?

16

COMMENTARY: Yes, I think so.

DOCTOR .MC: Then let's push on,
logical progression, that's the
answer, eh?

LESTER gives a look
of total bafflement
as he follows the
DOCTOR.

END OF TELECINE 20:

(105 on 4 & 5)

(4 pushes 3's cable)

106. 3 C /Q/ (2C,C3,4C,B2,3C)
 LS TYRUM, KELLMAN
 & CC. 11. INT. CAVE AREAS. A, B, C. DAY.
 HOLD TYRUM to
 MS (TYRUM'S
 HARRY IS
 PROPOSING
 WED. SUDDENLY. /1ST HAWK/
 107. 4 C /Q/ GUARDS BLOCK /FIRES IN AIR/
 C.3/S. HAWKS
 + GUNS TELIN (AY)
 108. 2 C /Q/
 LS TYRUM, KELLMAN TYRUM: Do you not recognise Tyrum,
 Chief Councillor of Voga? Stand
 aside!
 109. 3 C (Panned L) /Q/ KELLMAN: We've got to see Vorus. /
 C.3/S. HAWKS
 THEY RAISE WEAPONS (THEY MOVE FORWARD.
 THE GUARDS RAISE
 THEIR WEAPONS)
 110. 2 C /Q/
 MS TYRUM TYRUM: Stand aside, I say!
 111. 4 C /Q/ /3RD HAWK/
 CS HAWK + GUN /FIRES/
 112. 2 C /Q/ (1ST HIBITL
 MLS TYRUM RUSH TEL /2 DOVES/
 2 DOVES IN & FIRE GUARDS. THE /ROUND TO/
 TELIN TYRUM & FIRE
 113. 3 C /Q/ DEVELOPS)
 C.2/S. SARAH, HARRY
 PAN SARAH OFF R. SARAH: Harry, I'm going to try
 to reach that transmit...
 HARRY: Okay. Good luck, old thing...

(SARAH SLIPS AWAY)

PAUSE
 RELOAD GUNS
 HAWK ONLY

(No Page 39)

(2 next)

(180 on 3)

LIGHTING
/CSO LIGHTS/

181. O/L 4 A /O/L 4/ /UF/ (D2, 4A, A1, 1H, 5B-Rocket Model)
 High Shot CSC
 AREA, VORUS
 MCU R. f.g.
 VORUS turns to
 cam.
 LET HIM go R.
5 B
 MS MODEL
 Match to 4

12. INT. GUILD ROOM. DAY.

(VORUS HEARS
 THE SOUND OF
 THE FIGHT
 OUTSIDE. HE
 GOES TO THE
 DOOR)

182. 1 H
 LS VORUS
 HOLD to DOORS

(4 & 5 next)

114. 2 C Q (2C,C3,4C,B2,3C) /
 LS DOORS
 PAN VORUS
 L. to 4/S
 with H.WKS

13. INT. CAVE ANGELS A,B,C. D.Y.

(VORUS APPEARS
 AT THE END OF
 THE C.V.S.)

PAUSE

PAN (not used)
 to MLS TYRUM
 + 2 DOVES

TYRUM'S PARTY,
 OUTNUMBERED,
 IS BEING CRUSHED.

MS VORUS
 ARRIVES
 3 HAWKS
 FIRES

TYRUM SEES
 VORUS)

Q

115. 3 C TYRUM: Vorus, call off your
guards! /
 M.4/S. VORUS
 + 3 HAWKS
 HOLD VORUS fwd.
 to MS

VORUS: Enough!

(END FIGHTING
 SCENE. RE
 VORUS FIGHTS)

You should know better, Tyrum,
 than to use force.

116. 2 C
 MS VORUS L.
 TYRUM, KELLMAN
 into M.3/S.

TYRUM: Our planet is being
attacked, Vorus. At this hour
Vogans should fight together,
not against each other.

(KELLMAN,
 LEADING FROM
 THE (U.F.D.),
 STAGGERS TO HIS
 FEET)

(3 next)

117. 3 C
MS VORUS
KELLMAN: The rocket, Vorus -
is it ready to fire?
- VORUS: The bombhead is being
fitted.
118. 2 C
M.2/S. TYRUM,
KELLMAN
KELLMAN: Too late!/ The Cyberman
have already landed.
119. 3 C
a/b.
VORUS: What? Have you betrayed
us?
120. 2 C
a/b.
KELLMAN: I tried to warn you
to hurry!/ Once they were on
the beacon I couldn't delay them
any further.
121. 3 C
MCU VORUS
LET HIM go.
TYRUM: What is this rocket that
you speak of, Vorus?
122. 4 C
M.3/S. TYRUM,
KELLMAN, HARRY
LET VORUS in L.
VORUS: Come. I will show you.
- 5 A
Soft Focus
CAPTION
(THEY LOOK AT HARRY
HE SHRUGS)
- HARRY: She's gone to warn the
Doctor.
123. 2 C
MCU HARRY
VORUS: Doctor?
124. 4 C
C.2/S. KELLMAN,
HARRY
HARRY: Well, if you're going
to aim rocket missiles at the
beacon, what do you expect?
- 5 A
Soft Focus
CAPTION
KELLMAN: If the girl reaches
the beacon and starts blabbing
about the rocket, the Cybermen
will explode their bombs.

(1 next)

(No Page 43)

TELECINE 21: (Dur; 1'35")

Int. Cave. Day.

Matter Beam area. VOGAN SOLDIERS, firing from cover. THE CYBERMEN are standing their ground and returning the fire.

SHEPARD is shouting exhortations to his men who seem daunted by the invulnerability of their (CASSIUS' SLIPPER).

We pick up SARAH on the edge of the battle. She runs, dodging from rock to rock, heading for the matter beam.

As she lies panting, gathering herself for another run, a hurled grenade falls short of the CYBERMEN. It bounces off the cave wall and trickles towards her.

SARAH: Oh, golly!

She scoops the grenade up and flings it away.

It explodes further down the cave, showering her in chips of rock and dirt.

SARAH makes a final dash into the matter beam. She reaches for the control switch.

One of the CYBERMEN sees her and takes careful aim. We see SARAH through his gunsight P.O.V. She dematerialises a split-second before he fires. THE CYBERDOCT explodes against the wall beyond the matter beam.

END OF TELECINE 21:

237. 1 K (1K, A3, 5C, C4, 2F-Radar)
 C.2/S.
 CYBERLEADER 14. INT. CONTROL ROOM L & 2
 CYBERMAN

FIRST CYBERMAN: Average progression rate is fifty metres per minute.

CYBERLEADER: Excellent.

238. 5 C (Locked off)
 VLS MATTERBEAM

LIGHTING
 Bring up spots +/
 F/Axial on 5/

PAUSE
SARAH IN

(SARAH MATERIALISES
 IN THE MATTERBEAM
 BEHIND THEM)

239. 5 C
 a/b. + SARAH
 LET HER go L.

CYBERLEADER: Excellent. They will be in the central chamber of Vega in seventeen minutes.

LIGHTING
Fade

240. 1 K (Tracked in)
 CYBERMEN L.&
 R. frame
 DOOR + SARAH
 C. b.g.

(SARAH CONCEALS
 HERSELF)

FIRST CYBERMAN: The distortion on our radarscope is increasing. The three humans carrying our bombs can no longer be identified by separate signals.

241. 5 C
 MCU SARAH
 L. Frame
 TRACK into CU
 SARAH

CYBERLEADER: It is not important. Even the Doctor believes they will be given time to save them- before our bombs explode.

(HE INDICATES
 THE MASTER CLOCK)

They do not know the detonators will fire when the countdown reaches the red sector.

(3 & 2 next)

LIGHTING
CSO LIGHTS U.

183. 0/L A /on 5 / (2F, 3F, D2, 4A, A1, 1H, B1, 5B-Model)
MS CSC
SCREEN

15. INT. GUILDCHAMBER. DAY.

5 B
Match to 4
On Q ZOOM
to CS ROCKET
(Count 3)

(C.S.O. SHOT
OF THE ROCKET
COMPLEX THROUGH
THE WINDOW
VORUS, TYRUM,
HARRY, KELLMAN
CALLING AT IT)

184. 2 F
M.2/S. KELLMAN,
VORUS
HARRY, TYRUM b.g.

VORUS: Magrik and his team
have been working on it for two
years. And now we have lost
the race by minutes!

KELLMAN: There might still be
a chance. If the rocket can
be fired before the Cyberbombs
are in position -

LIGHTING
FADE CSO
LIGHTS

(VORUS SLAKES
HIS HEAD & SWITCHES
OFF SCREEN)

185. 3 F
HIS TYRUM

VORUS: Magrik reports a delay
in fitting the bombhead. It
will be another twenty minutes.
We have lost our gamble, Kellman.

186. 1 H
MS VORUS

TYRUM: You're insane, Vorus;
You have brought about the
destruction of our race.

187. 3 F
MCU TYRUM

VORUS: I was going to bring
them freedom, Tyrum. Freedom
from fear. Freedom to live
as Vogans should - on the surface,
not cowering like worms in the
earth.

188. 1 H
MS KELLMAN TYRUM: And this great plan was conceived in the company of such as he. (IMPLICATING KELLMAN) A double-agent, a despicable traitor, a murderer of his own kind - a man whose only loyalty is to himself and the gold he hoped to win!
189. 3 F
MCU TYRUM
190. 4 A
M.2/S. VORUS, KELLMAN VORUS: The plan would have worked - just a little more time, that's all we needed.
191. 3 F
MS HARRY HARRY: Look, all this recrimination is pretty pointless. What we've got to do is get into that shaft and stop these bombs being planted.
192. 1 H
MS KELLMAN KELLMAN: The Cybermen are holding the entrance. There's no way past them.
193. 3 F
MS HARRY
MAN HIM L. to M.3/S.
VORUS, KELLMAN, HARRY HARRY: Well, isn't there some other way down? There jolly well should be in a labyrinth like this...
194. 2 F
MS TYRUM KELLMAN: Only that central shaft penetrates so deep. And the galleries do not connect with it.
195. 3 F
a/b. TYRUM: Wait!//When it was widened a cross-shaft was bored to provide ventilation. I have seen it in our records.
196. 4
MCU TYRUM
197. 3 F
a/b. HARRY: Well, for Pete's sake, let's go and see!
- LET HARRY &
KELLMAN go
HOLD VORUS

(No. Page 48)

/PAUSE/

(3 next)

TELECINE 22: (Dur: 24")

Int. Caves. Day.

Matter Beam area. The
battle has died away.

The VOGANS are licking
their wounds. SHEPRAH
straightens from tending
a dying SOLDIER.

On the relay equipment.
The countdown clock still
ticking round towards
the red sector.

END OF TELECINE 22:

To 51

242. 0/L 3 H Q SARAH & CYBERMAN
3 H /on 2 / YELLOW CSO (3H, C4, 2F-Radar)
 FLATTAGE
 L. frame
 2 CYBERMEN
 + CSO R. b.g.
 SARAH into L.
 & MCU
2 F
 RADAR

16. INT. CONTROL ROOM 2

CYBERMAN: Progression rate
 has slowed to thirty metres
 a minute.

CYBERLEADER: The bombs will be
 detonated in eleven minutes
 from now.

(1 next)

HARRY: One way or another,
Kellman, we're going to cash
our chips shortly. So it
doesn't matter, does it? Keep
moving!

PAUSE

(1 next)

TELECINE 23: (Dur: 54")

Int. Caves. Day.

(THE COMMANDER
STIGGERS TO
A. HOLT)

COMMANDER: Sorry, Doctor...I'm
whacked...

DOCTOR: Sit down for a minute...

(WHILE THE
OTHERS REST
HE WALKS
OVER TO THE
WALL AND PRODS
AT IT WITH HIS
POCKET KNIFE)

Actually, I think we're very near
the centre now. This is pretty
well solid gold.

(HE WANDERS
ROUND A CORNER.

LESTER SLUMPS
BESIDE THE
COMMANDER)

LESTER: I wonder if these
buckles really would explode?

COMMANDER: I shouldn't put it to
the test. They'll explode all
right.

END OF TELECINE 23:

(126 on 1)

127. 1 G (4C,A2,1G)
Down SHAFT
M.2/S.
KELLMAN, HARRY
R - L
TRACK L with
them
PAN KELLMAN
down SLOPE

17. INT. ROCK TUNNEL BLOCKED.
AREAS E & F

KELLMAN: It's blocked....

128. 4 C
TOP OF SLOPE
PAN HARRY
down SLOPE
to M.2/S. Profile
WALL L. frame

HARRY: Let's see.

(HE WRIGGLES PAST
KELLMAN AND PRISES
AT THE ROCKS)

WHIP PAN THEM R.

KELLMAN: It's no use. We'll
have to turn back.

HARRY: They're moving...
Come on, man, give me a hand!
Pull...

KELLMAN: You'll have the whole
lot down on us!

PAUSE

129. 1 G
CS WALL
ROCKS FALL
THROUGH

(SUDDENLY WITH A ROAR
THE ROCKS GIVE WAY)

VIS.FX/
DROP ROCKS/
BUT NO
DUST IN/
AIR/

PAUSE

130. 4 C
CS FLOOR
KELLMAN FALLS
into MCU

ADJUST to
MS HARRY into
M.C.2/S.

(2 next)

~~7056~~

TELECINE 24: (Dur: 1'39" including blanking)

Int. Caves. Day.

A) ROCKFALL

The DOCTOR is still
inspecting the wall.

He hears the noise of
falling rock. He
looks up. Half the
cave wall is falling.

HARRY looks through
from top of the shaft.

HARRY: We're there!. We've made
it, Kellman!

He looks round and go
back

TELECINE BLANKING - CUT TO STUDIO

B) AFTER ROCKFALL

HARRY reappears at top
of shaft and comes down
to see DOCTOR.

HARRY: Doctor!

DOCTOR is unconscious.

HARRY: Just a bump on the napper...
nothing serious. Come on, Doctor,
Let's get you out of this first!

He reaches for the
buckle on the rucksack
and fumbles to open it

END OF TELECINE 24:

TK-25: Dur: 50"

S.O.F.

CLOSING TITLES (Ep.3)

S/I T/J Slides:-

- | | | |
|----|---|---|
| B2 | Doctor Who
TOM BAKER | |
| A3 | Sarah Jane Smith
ELISABETH SLADEN | |
| B3 | Harry Sullivan
IAN MARTER | |
| A4 | Kellman
JEREMY WILKIN
Commander Stevenson
RONALD LEIGH-HUNT
Lester
WILLIAM MARLOWE | |
| B4 | Tyrum
KEVIN STONEY
Vorus
DAVID COLLINGS | |
| A5 | Sheprah
BRIAN GRELLIS
Magrik
MISHAEL WISHER | |
| B5 | Cyberleader
CHRISTOPHER ROBBIE
First Cyberman
MELVILLE JONES | |
| A6 | Written by
GERRY DAVIS | |
| B6 | Production Unit Manager
GEORGE GALLACCIO
Production Assistant
JOHN BRADBURN | B9 Film Cameraman
ELMER COSSEY
Film Sound
JOHN GATLAND
Film Editor
SHEILA S. TOMLINSON |
| A7 | Title Music by
RON GRAINER AND BBC RADIOPHONIC
Title Sequence
BERNARD LODGE | |
| B7 | Incidental Music by
CAREY BLYTON
Special Sound
DICK MILLS | A10 Script Editor
ROBERT HOLMES |
| A8 | Visual Effects Designer
JAMES WARD | B10 Designer
ROGER MURRAY-LEACH |
| B8 | Costume Designer
PRUE HANDLEY
Make-Up
CECILE HAY-ARTHUR | A11 Producer
PHILIP HINCHCLIFFE |
| A9 | Studio Lighting
DEREK SLEE
Studio Sound
NORMAN BENNETT | B11 Directed by
MICHAEL E. BRIANT
BBC Colour |

(FADE SOUND AND VISION)